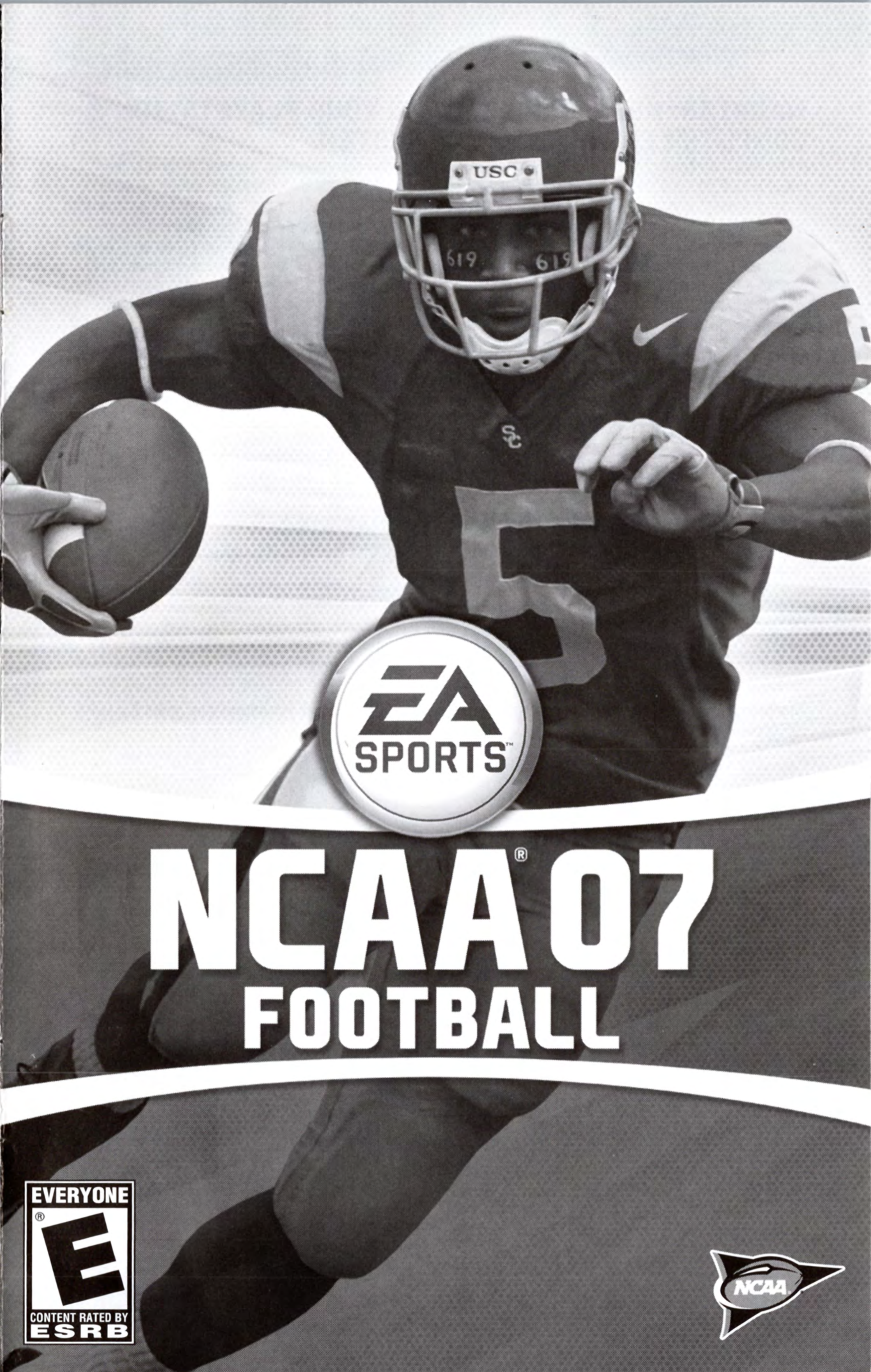

USC
619
619
SC
EA SPORTS™
NCAA® 07
FOOTBALL
EVERYONE
E
CONTENT RATED BY
ESRB
NCAA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CONTENTS

1 GAMEPLAY CONTROLS
2 STARTING THE GAME
3 COMMAND REFERENCE
3 GAMEPLAY CONTROLS (CONT.)
4 PLAYING THE GAME
6 NEW CAMPUS LEGEND
7 PLAY ONLINE
8 DYNASTY MODE™
9 LIMITED 90-DAY WARRANTY

GAMEPLAY CONTROLS

Refer to the Gameplay Controls (cont.) section of this manual for in-depth offensive and defensive controls.

BOTH SIDES OF THE BALL

Move player	D-button or left analog stick
Sprint	⊗ button
Dive	□ button
Jump/Intercept/Catch	△ button
Spin/Switch player	○ button
Call timeout/Pause game	SELECT button/START button

OFFENSE

BEFORE THE SNAP	
Fake snap	○ button
Cycle man in motion/Send man in motion	D-button ↓ (to select player) + D-button ↔
Coach cam	
—Show cams/routes	R2 button (hold)/right analog stick ↑ (press and hold)
—Rotate left/right	D-button ↔
Quiet the crowd	L2 button
NEW **Slide Protection** (offensive line only)	L1 button + D-button:
—Bunch together/Fan out	↓/↑
—Shift left/right	←/→
Snap the ball	⊗ button

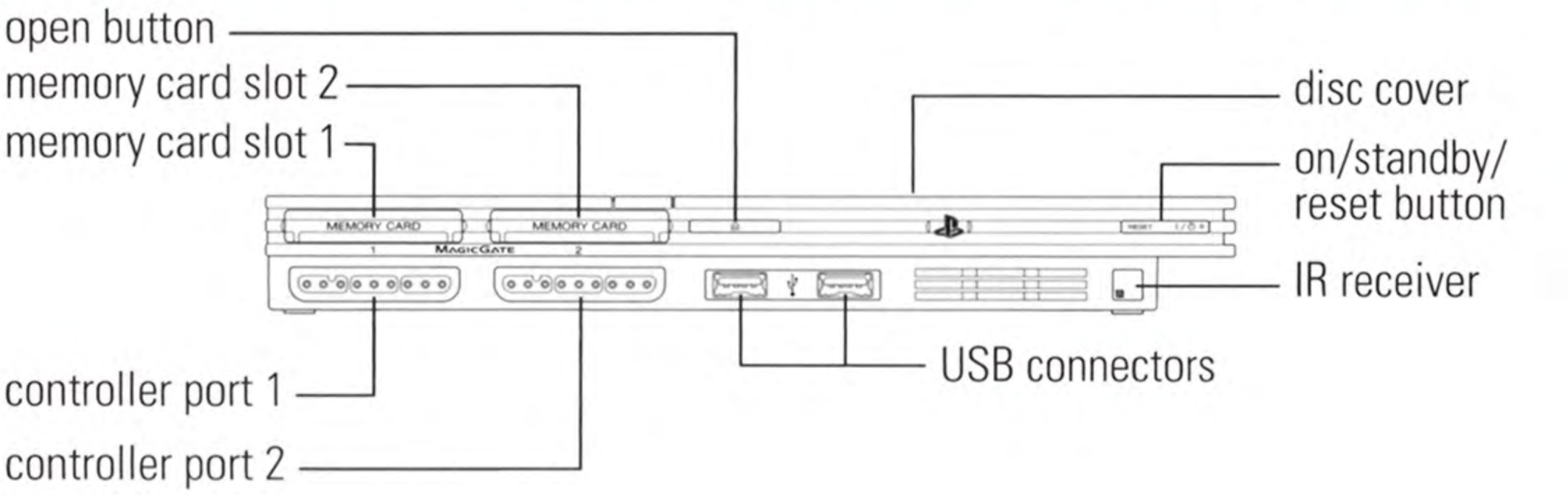
NOTE: Slide Protection lets you make adjustments to your offensive line at the line of scrimmage. Use it to your advantage and adjust accordingly when the defense stacks the line on one side or if a linebacker appears to be blitzing off the edge.

RUNNING WITH THE BALL	
Stiff arm left/right	L2 button
Juke left/right/back	right analog stick ←/→/↓
Cover up ball	△ button
Small jukes	L1 button/R1 button

QB OPTION	
Pitch ball/Fake pitch	R2 button/L2 button
Hand off to fullback (triple option)	⊗ button
QB dive/slide	□ button

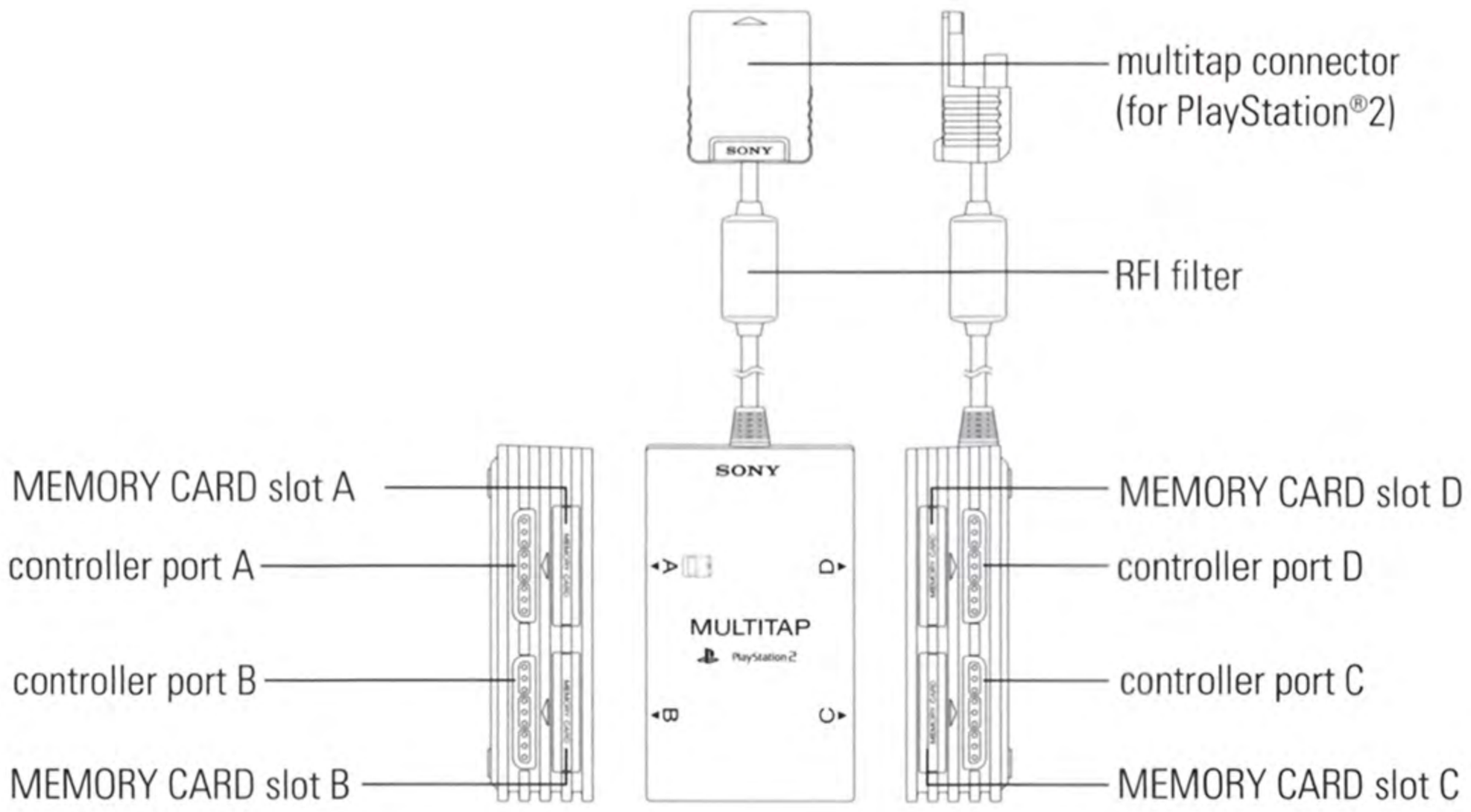
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the (open) button and the disc tray will open.
4. Place the *NCAA® Football 07* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

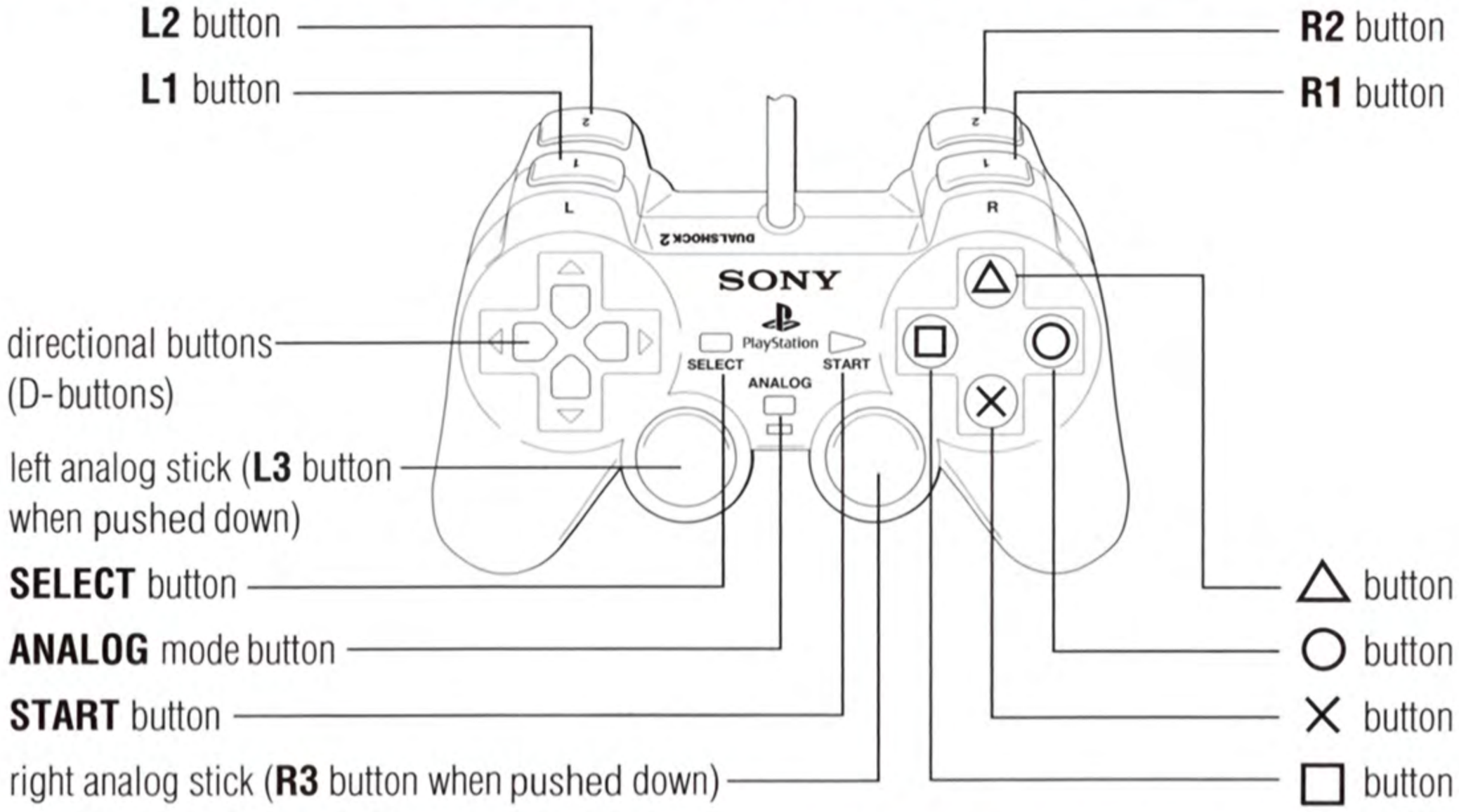
NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



EA SPORTS™ WWW.EASPORTS.COM

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAMEPLAY CONTROLS (CONT.)

PASSING/RECEIVING	
Throw ball away/Pump fake	L2 button/R2 button
Catch	△ button
Throw to receiver	□ button, △ button, ○ button, L1 button, or R1 button (hold for a bullet pass; tap for a lob)

DEFENSE

BEFORE THE SNAP	
Cycle through players	○ button
Pump up crowd (linebackers and secondary only)	L2 button
Adjust Line	L1 button + D-button:
—Bunch together/Fan out	↓/↑
—Shift left/right	←/→

AFTER THE SNAP	
NEW **Jump the Snap**	× button (right before ball is snapped)
Switch to player closest to the ball	○ button
Swat ball	L1 button
Big hit	right analog stick (in direction of ball carrier)
Strafe/Strip ball	R1 button/R2 button
Swim/Spin left/right (with linemen)	L1 button/R1 button

NOTE: Jump the Snap is the ultimate risk/reward on defense. If you time it right, you can gain a chance to burst through the line and make a big tackle in the backfield. Jump too early, and you go offsides and get a five-yard penalty. Jump too late and the offensive lineman manhandles you.

NOTE: When defending field goals and punts, press the △ button to switch perspectives. It gives you a different view as you burst through the line and make a momentum-changing block.

KICKING GAME

KICKING OFF/PATS/PUNTS	
Adjust height	left analog stick ↕
Adjust power/direction	right analog stick ↓ (until power is desired), then right analog stick ↑ toward desired part of field
Abandon kick/punt (after the ball is snapped)	L2 button

RETURNING KICKS/PUNTS	
Fair catch	△ button
Kneel in end zone	Stay in end zone

PLAYING THE GAME

Experience the unparalleled emotion of college football with a Play Now game.

USER PROFILES

Keep track of your personal accomplishments with a User Profile. An active User Profile saves Campus Legend and Dynasty Mode achievements and statistics to your memory card (8MB)(for PlayStation®2).

PLAYCALLING SCREEN

Cycle through the play windows to select a set, formation, and play. There are a number of running, passing, and special teams plays to choose from, plus a few trick plays.

- To flip/reverse a set, formation, or play, press the R2 button. To swap a package with different player personnel, press the ◉ button.
- When in doubt (offense only), ask Lee Corso for his advice on the next play by pressing the ▣ button.
- If you feel your opponent is on to your playcalling schemes, select a play from the hidden play windows below by pressing the L2 button + the corresponding playcall button. Although the diagram of the actual play is not shown in the play window, your team runs the selected play once the ball is snapped.

ON THE FIELD

NEW MOMENTUM METER

Controlling momentum means controlling the game, and that's never been more important than in *NCAA Football 07*. Every game starts out with both teams holding even momentum, but starting with the opening kickoff it can shift on any given play. Now, more than ever before, you must do more than score if you expect to win—you must keep momentum working in your favor with big plays (including trick plays) on offense; by punishing your opponent on defense with sacks, turnovers, and goal line stands; or by making big blocks with your special teams.

The more momentum you have the better your players perform, and the greater your chances at making a big play, whether it's breaking a tackle on offense or forcing a turnover on defense.

IMPACT PLAYERS

Impact Players, indicated by a white circular Impact Icon, can change the game in a heartbeat. Be sure to key in on them during the biggest moments of the game.

If the Impact Icon is pulsating, the player is "In the Zone" and is more likely to make a big play. If your Impact Player is struggling with an opponent, tap the ✕ button for a second chance to either make or break the tackle.

HOME FIELD ADVANTAGE

Life is tough when playing rivals on the road. The thunderous roar of the fans can be deafening as crowd noise makes signal calling nearly impossible to hear. The noise can also rattle less composed players so be sure to keep this in mind when using the Match-up Stick (see p. 5).

MATCH-UP STICK

Before the ball is snapped see how your players stack up against your opponent with the Match-up Stick, then use it to exploit mismatches—a red meter indicates a player with lesser talent, while a green meter indicates a player who has more skills. White circles show a composed player; black circles indicate a player who is rattled. Colors change throughout the game, depending on the results of the previous play(s).

With Coach Cam up (hold the R2 button):

- To see how your receivers fare against the opposing secondary, press the right analog stick ⬅.
- To look inside the trenches, press the right analog stick ➡ to view the offensive and defensive lines.
- Press the right analog stick ⬇ to see if your linebackers are at an advantage or disadvantage against the backfield.

Use the Match-up Stick on field goal attempts to see how good the kicker is.

You can also choose to coach a specific offensive or defensive unit (i.e., backfield, linebackers, etc.) during timeouts. Use this time to help increase composure before returning to the field.

NOTE: The Match-up Stick is not available online.

AUDIBLES

Call an audible at the line of scrimmage by pressing the ▢ button. There are five preset audibles for both the offense and defense.

- After calling an audible, press the ▢ button, ✕ button, ○ button, L1 button, or R1 button. The players realign and adjust to the new play selection.
- To flip the play, press the R2 button.
- Cancel the audible by pressing the L2 button. If a new play was already selected, press the △ button to audible back to the original play.

You can change three of your five audibles during the game at the Playcalling screen. Press and hold the R1 button and then press and hold the ▢ button, the ○ button, or the ✕ button to set the highlighted play to the corresponding button.

NOTE: If you wish to alter your original audibles, you can change all 10 from the Playbook/Audibles menu.

COVERAGE AUDIBLES

If you would like to adjust only the secondary, call a coverage audible by first pressing the △ button, then using the following commands:

Man Up	D-button right ➡
Shade left/right	right analog stick ⬅/➡
Tight/Loose coverage	D-button ⬆/⬇
Reset	D-button ⬅
Cancel coverage audible	△ button

DEFENSIVE LINE/LINEBACKER SHIFTS (AUDIBLES)

Before the snap shift the interior linemen or linebackers to adjust to the offensive formation or change their assignment on the fly.

Shift defensive line left/right	L1 button + D-button ⬅/➡
Spread/Pinch defensive line	L1 button + D-button ⬆/⬇
Shift linebackers left/right	R1 button + D-button ⬅/➡
Spread/Pinch linebackers	R1 button + D-button ⬆/⬇
Spy with right defensive end	L1 button + ▢ button
Spy with left defensive end	L1 button + ○ button
Rush defensive line outside/Jam middle	L1 button + the right analog stick ⬆/⬇
Crash defensive line left/right	L1 button + the right analog stick ⬅/➡
Call off linebacker blitzes (any blitzing linebacker is re-assigned to a hook zone while the MLB changes to a QB spy assignment)	R1 button + the right analog stick ⬆
Blitz with all linebackers	R1 button + the right analog stick ⬇
Blitz with the outside linebackers	R1 button + the right analog stick ⬌

HOT ROUTES

To call a Hot Route, press the △ button before the ball is snapped then press the button symbol of the receiver or back whose route (or pass blocking assignment) you want to change. To call a Smart Route, press the right analog stick ↓ once you've selected a receiver.

Fly pattern	D-button ↑
Quick hitch	D-button ↓
In/Out pattern	D-button ↔
Slant pattern left/right (for receivers)	L2 button/R2 button
Pass block left/right (for running backs/tight ends)	L2 button/R2 button
In/Out flare left/right (for running backs)	D-button ↔

NOTE: Smart Routes take existing routes and extend them to where the first down marker is, so if your selected play has a 5-yard out route and it's 8 yards for a 1st down, you can call a Smart Route hot route and the 5-yard out turns into an 8-yard out.

HURRY-UP OFFENSE

When leaving the huddle you can hurry your team to the line of scrimmage by pressing and holding the ⊗ button. To run the no huddle, press and hold the △ button immediately after the whistle blows to repeat the previous play. To have the quarterback spike the ball, press and hold the ○ button. To fake a spike, press and hold the □ button.

CELEBRATIONS

To celebrate after a big play, press the L2 button or the R2 button + the □ button, the △ button, or the ○ button.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to your memory card. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen.

NEW CAMPUS LEGEND

Go from a prep star to a Campus Legend and leave a lasting impression on college football. Select your attributes, choose the college of your dreams, and fill out the details such as name, number, position, and more. Before you're finished, keep tabs on your schedule to maintain the proper balance between football, studies, practice, and social events. If you prove yourself as the ultimate student-athlete by handling your business on and off the field, you have a chance to be enshrined in your school's Hall of Fame.

CREATE-A-LEGEND

Customize college football's newest freshman then watch him blossom into a collegiate stud. Although your player ratings are somewhat limited at first, you have four years to become an Impact Player and a potential Heisman Trophy® candidate.

SUMMER CAMP

Begin your career on the practice field in search of scholarship offers, prove yourself by working out in front of coaches and scouts, then see what kind of offers you receive.

In the summer camp, you only have one shot to show off your skills. Try out for a position that best suits your playing style and show the programs what you're all about.

SCHOLARSHIPS

Once the camp is complete it's time to make a decision. Depending on how well you performed, you receive a handful of scholarship offers from schools around the nation. Accept the one that's best for you, and after your decision is made your college career begins.

NEW CHOOSE YOUR MAJOR

You will need to hit the books if you want to stay eligible, so choose a major that best suits your interest. You will take a midterm and final each year and must maintain a 2.0 GPA or higher if you want to remain eligible.

DORM ROOM

Here you can access your game schedule, playbook, newsletters, fan mail, and more. As you progress through your career the living conditions should improve.

Calendar — Manage your day to day activities, attend practice, figure out how you want to spend your nights, and play your week's games from the calendar.

Progress Report — Track your progress throughout your career. Keep tabs on your GPA, view the bonuses you have achieved, as well as see how much of a Campus Legend you are.

Computer — Log on to view game, player, and team stats plus Top 25 rankings, bowl projections, awards, and rosters.

Newsletter — Read what the media has to say about you and your team in the weekly newsletter. If the news turns negative, you need a big game to quiet the critics.

Fan Mail — Are you as popular as you think? The fans let you know by what they say in their fan mail.

Closet — Edit your appearance and add attribute points to your profile.

Trophy Crate — Check out all the hardware earned during your collegiate career. No matter what you have earned, the crate isn't complete without a Heisman Trophy®.

DURING YOUR FRESHMAN SEASON

As a freshman, you are slated to start. Play out the entire season and see if you can lead your team to a coveted bowl game. Better yet, climb the polls and make a run for the national championship.

BETWEEN GAMES

Each weekday you will need to attend class, go to practice, and decide what to do each evening. You can either study, visit a tutor, get in additional practice, or attend an on-campus social event.

END OF THE REGULAR SEASON

Once the regular season ends, the bowl invitations are handed out. If your team was fortunate enough to receive an invite, play out the final game of the season before advancing to the offseason.

POSTSEASON AWARDS

Between the end of the regular season and the start of the bowl games, the postseason awards are handed out—the biggest being the Heisman Trophy. Five of college football's greatest players make the final list but only one can bring home the trophy.

THE OFFSEASON

At the end of your freshman and sophomore seasons, you immediately start preparing for the following season. Change your position, play in the Spring Game, and change your major if you want. Preseason rankings are released and the fight for No. 1 soon begins.

For juniors and seniors, it's decision time. Do you declare yourself eligible for the NFL Draft and export your player to *Madden NFL 07*, do you return for your senior season (juniors only), or do you stay in collegiate football as a Division I coach (seniors only)? It all depends on how well you performed during your college career.

PLAY ONLINE

Take on the best players from coast-to-coast.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NCAA FOOTBALL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NCAA Football 07* online. *NCAA Football 07* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *NCAA Football 07* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

WELCOME TO *NCAA FOOTBALL 07* ONLINE

The Online lobby is your main resource for connecting to players from around the world. All the tools you need to connect to other players are available from the Online menus.

In Online mode you can play an evenly-matched Ranked Match, an Unranked Match where the results don't count toward your player ranking, a Session Match featuring settings of your own, or a Play Now game. You can also send challenges from the Lobby, view the Leaderboard, or create a Club and play against your peers.

DYNASTY MODE™

Become a national powerhouse and make a run for a championship year after year. Nab the top recruits in the land, strategize an unstoppable gameplan, and dominate your opponents every Saturday. Transform your university into one of the most respected in college football. The program is in your hands.

DYNASTY MODE MAIN MENU

Preseason Options — Customize your schedule and choose to play either unchallenging cupcake programs or prestigious powerhouse schools. You can also tweak your roster by redshirting players for the upcoming season.

Play Week — Play or simulate games on the schedule, or choose to simulate the entire season.

Practice — Head to the practice field before games to be fully prepared for gameday.

In-Season Recruiting — You can now target a limited number of prep prospects before and during the season. As the season moves along, players let you know how they feel about your school. If they are still indecisive as the season progresses, or if you wish to finish off the deal, give them the attention they desire by adding to their recruiting points. Soon, they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.

ESPN® The Magazine — View the Top 25 poll, see who is in the running for the Heisman, check out the list of All-Americans, get a conference overview, and see which stadiums rank as the toughest 25 places to play.

Stat Book — View season, career, and team stats, or look at rankings.

Coach Options — Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.

Rosters/Playbooks — Adjust your team rosters or customize your playbook.

My NCAA® — View your trophy room, greatest games played, record book, pennant collection, campus challenge, and more.

NEW SPRING DRILLS

Hone your skills with 16 challenging mini-games, including Rush the Quarterback, Passing Distance, and more.

NEW SPRING GAME

Decide which underclassmen get the most reps during the annual Spring Game, choose which incoming freshman you want to redshirt, and designate your Impact Players for the upcoming season.

DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. With all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting, and the ever-changing Top 25 Poll, don't lose focus on the task at hand. Learn to balance the workload.

INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game, or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.

AFTER THE SEASON

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

THE OFFSEASON

Negotiate with players who are leaving the team early, recruit new talent, hold your annual Spring Game, train your squad, cut players, and organize your depth chart. Once the paperwork is finalized, the new season begins.

EXPORT DRAFT CLASS

Disappointed that you're losing some of your key players? You can export your draft class to *Madden NFL 07* and oversee their professional careers.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

Package Cover Photography: John Pyle/Icon Sports Media Inc.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

© 2006 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. All Rights Reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls and conferences are the exclusive properties of the respective institutions. NCAA is a registered trademark of National Collegiate Athletic Association and the NCAA Football logo is a registered trademark of the NCAA licensed to NCAA Football USA, Inc. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks by the Downtown Athletic Club under registration numbers 936,853 and 935,852 respectively. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

1520405

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE: 15204

IT'S EASY. IT'S FAST. IT'S WORTH IT!

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase
NCAA® Football 07
1520405

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
© 2006 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved.